# ARKHAM HORROR FLOWCHART

Each Player (beginning with first player marker) performs all their actions in a phase, then proceed clockwise.

## Phase 1: Upkeep

Refresh exhausted cards.
Perform upkeep actions (new items ignore first upkeep roll.)
Adjust skills a number of positions up to your focus score.

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**TO PHASE 2**

**Skill Checks**
Number of dice = Skill Value +/- modifiers.
Roll Dice, each 5 or 6 = 1 success.
If Number of Successes = Difficulty, Skill Check Passed.
Difficulty is 1 by default.
May spend clue tokens to roll additional dice.

**Cast Spells**
Pay sanity cost.
Make Spell Check.
{Lore + Spell Modifier, Diff 1}

**Trade**
Players may trade Money, Items and Spells with another investigator in the same street, otherworld or location, anytime except during combat.

**Unconscious (Stamina <= 0)**
Either:
Discard half items & clue tokens (rnd down).
Discard all retainers.
Restore 1 Stamina and move to St Mary's; or **Lost In Time & Space** if in Other World.
*OR*
Draw Injury Card.
Restore Stamina to maximum value. and move to St Mary's; or **Lost In Time & Space** if in Other World.

**Insane (Sanity <= 0)**
Either:
Discard half items & clue tokens (rnd down).
Discard all retainers.
Restore 1 sanity and move to Arkham Asylum; or **Lost In Time & Space** if in Other World.
*OR*
Draw Madness Card.
Restore Sanity to maximum value. and move to Arkham Asylum; or **Lost In Time & Space** if in Other World.

**Lost In Time & Space**
Place into Lost In Time and Space area.
**Delayed,** then move into any Arkham location or street during Upkeep Phase.

**Arrested**
Go to Jail.
Lose half money (rnd down).
**Delayed**, then placed in main police station area during movement phase.

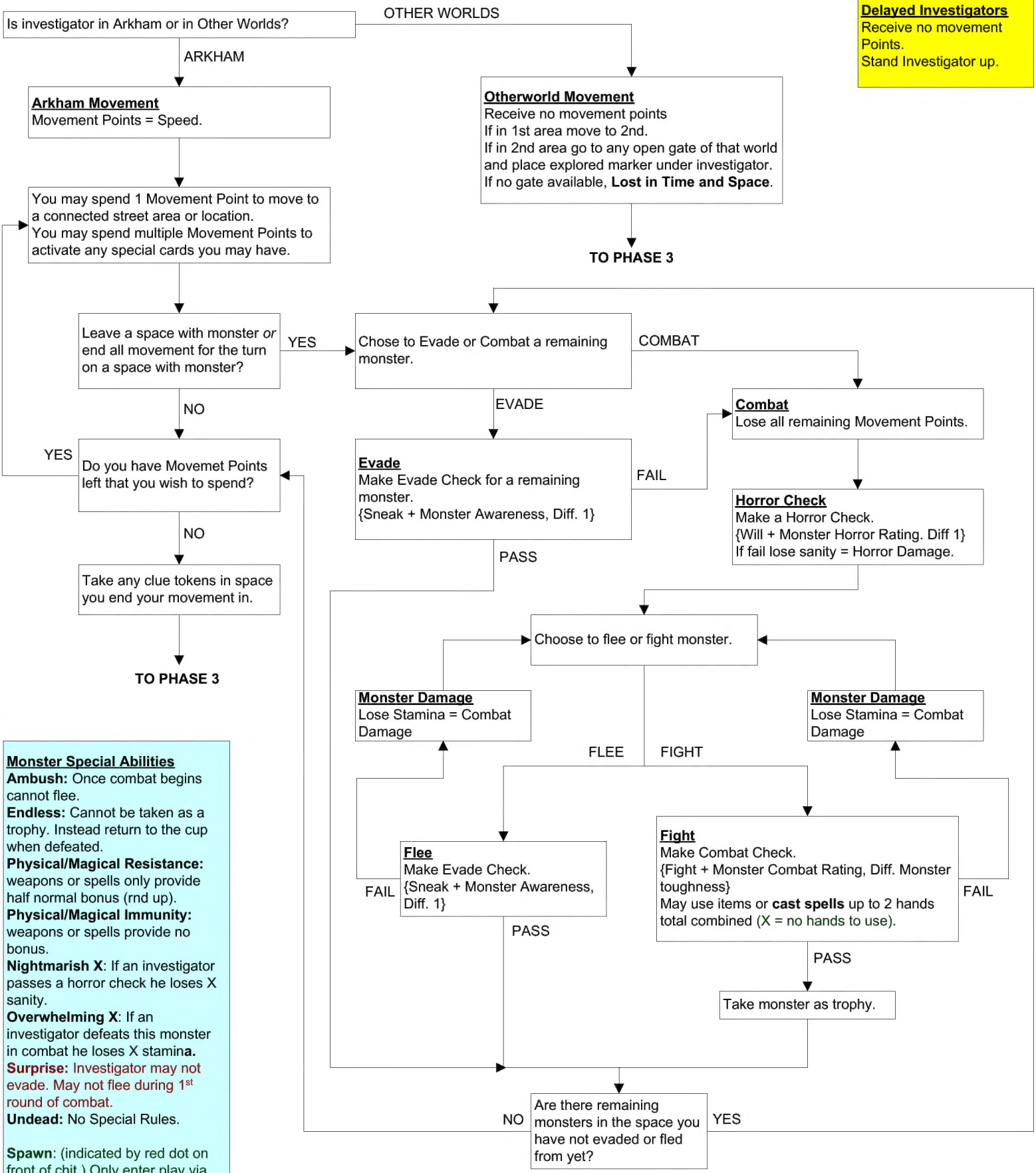
**Devoured (Stamina <= 0 & Sanity <= 0)**
Discard all cards except trophies and start a new character.
If in **Final Battle** then player permanently eliminated.

**Retire Investigator**
A player may retire an Investigator with 2 or more Injury & Madness cards.
Skip a turn and treat investigator as if her were **Devoured,** but this will not trigger any devour special events.

**The Dunwich Board**
The Phrase "in Arkham" on cards also refers to Dunwich.
Players Lost in **Time and Space** may return to Dunwich.
Players may travel to and from Dunwich from a train station or depot. Each journey costs $1.
If monster enters vortex return monster to cup, raise terror level by 1 and add Dunwich horror token.
If 3 Dunwich horror tokens, **Dunwich Horror appears**.

**Tasks & Missions**
Are considered items.
Must visit locations listed on card in the listed order.
Place Clue Token on card each time you complete a step.
If given to another player discard all clue tokens on it.
Once completed discard into box.
**Task:** Must spend Arkham encounter phase in listed areas.
**Mission**: Must perform listed operation during the start of the Upkeep phase.

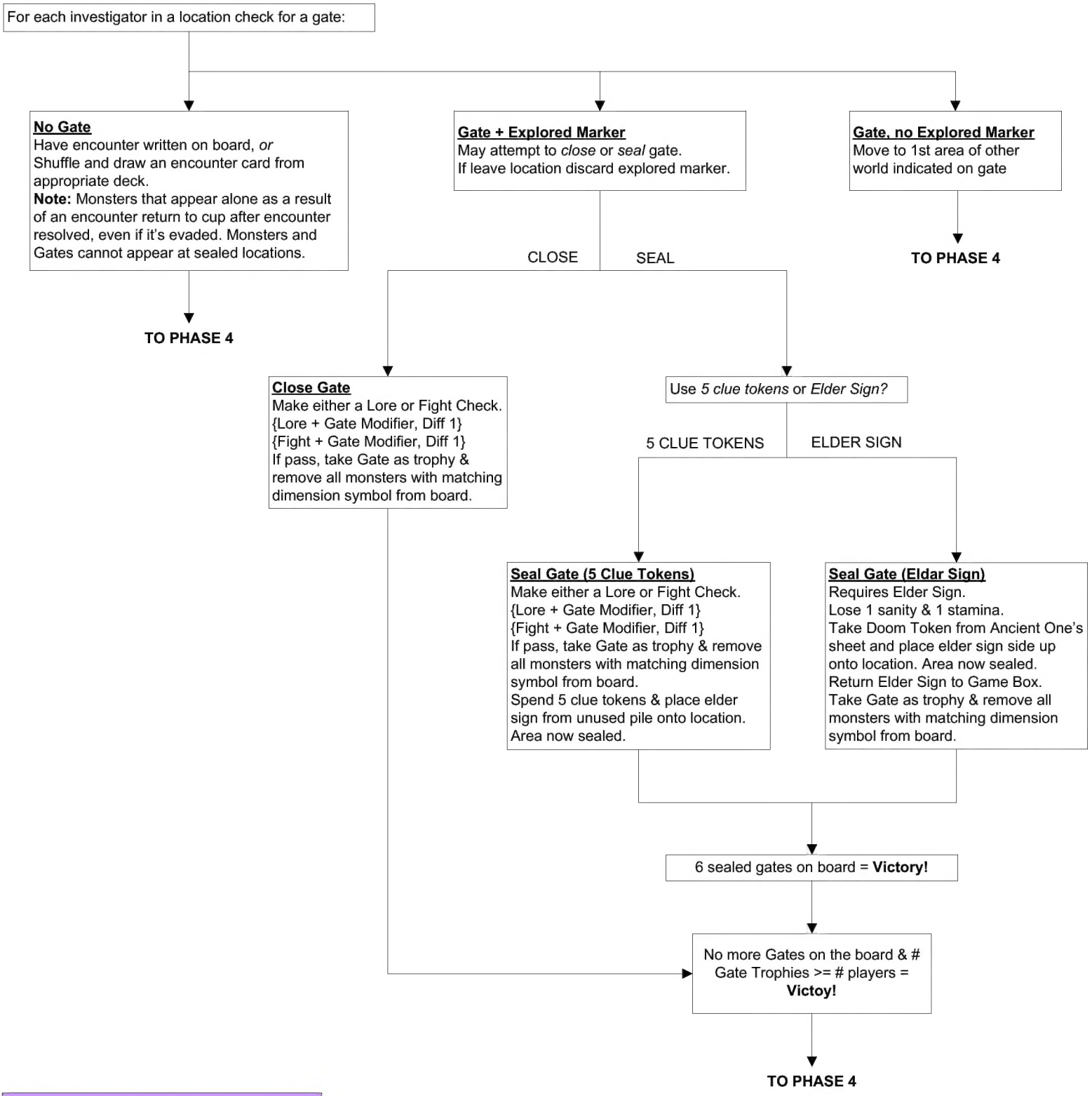
## Phase 2: Movement


Is investigator in Arkham or in Other Worlds?
OTHER WORLDS
ARKHAM
Delayed Investigators
Receive no movement Points.
Stand Investigator up.
Arkham Movement
Movement Points = Speed.
Otherworld Movement
Receive no movement points
If in 1st area move to 2nd.
If in 2nd area go to any open gate of that world and place explored marker under investigator.
If no gate available, Lost in Time and Space.
You may spend 1 Movement Point to move to a connected street area or location.
You may spend multiple Movement Points to activate any special cards you may have.
TO PHASE 3
Leave a space with monster or end all movement for the turn on a space with monster?
YES
Chose to Evade or Combat a remaining monster.
COMBAT
NO
EVADE
Combat
Lose all remaining Movement Points.
YES
Do you have Movemet Points left that you wish to spend?
Evade
Make Evade Check for a remaining monster.
{Sneak + Monster Awareness, Diff. 1}
FAIL
Horror Check
Make a Horror Check.
{Will + Monster Horror Rating. Diff 1}
If fail lose sanity = Horror Damage.
NO
PASS
Take any clue tokens in space you end your movement in.
Choose to flee or fight monster.
TO PHASE 3
Monster Damage
Lose Stamina = Combat Damage
Monster Damage
Lose Stamina = Combat Damage
FLEE
FIGHT
Flee
Make Evade Check.
{Sneak + Monster Awareness, Diff. 1}
FAIL
Fight
Make Combat Check.
{Fight + Monster Combat Rating, Diff. Monster toughness}
May use items or cast spells up to 2 hands total combined (X = no hands to use).
FAIL
PASS
PASS
Take monster as trophy.
Are there remaining monsters in the space you have not evaded or fled from yet?
NO
YES

**Monster Special Abilities**
**Ambush:** Once combat begins cannot flee.
**Endless:** Cannot be taken as a trophy. Instead return to the cup when defeated.
**Physical/Magical Resistance:** weapons or spells only provide half normal bonus (rnd up).
**Physical/Magical Immunity:** weapons or spells provide no bonus.
**Nightmarish X**: If an investigator passes a horror check he loses X sanity.
**Overwhelming X**: If an investigator defeats this monster in combat he loses X stamin**a.**
**Surprise:** Investigator may not evade. May not flee during 1st round of combat.
**Undead:** No Special Rules.

**Spawn**: (indicated by red dot on front of chit.) Only enter play via special rules. Do not count against monster limit, never go to outskirts and cannot be taken as trophies.

## Phase 3: Arkham Encounters


For each investigator in a location check for a gate:
No Gate
Have encounter written on board, or
Shuffle and draw an encounter card from appropriate deck.
Note: Monsters that appear alone as a result of an encounter return to cup after encounter resolved, even if it's evaded. Monsters and Gates cannot appear at sealed locations.
TO PHASE 4
Gate + Explored Marker
May attempt to close or seal gate.
If leave location discard explored marker.
CLOSE
SEAL
Close Gate
Make either a Lore or Fight Check.
{Lore + Gate Modifier, Diff 1}
{Fight + Gate Modifier, Diff 1}
If pass, take Gate as trophy & remove all monsters with matching dimension symbol from board.
Use 5 clue tokens or Elder Sign?
5 CLUE TOKENS
ELDER SIGN
Seal Gate (5 Clue Tokens)
Make either a Lore or Fight Check.
{Lore + Gate Modifier, Diff 1}
{Fight + Gate Modifier, Diff 1}
If pass, take Gate as trophy & remove all monsters with matching dimension symbol from board.
Spend 5 clue tokens & place elder sign from unused pile onto location.
Area now sealed.
Seal Gate (Eldar Sign)
Requires Elder Sign.
Lose 1 sanity & 1 stamina.
Take Doom Token from Ancient One's sheet and place elder sign side up onto location. Area now sealed.
Return Elder Sign to Game Box.
Take Gate as trophy & remove all monsters with matching dimension symbol from board.
6 sealed gates on board = Victory!
No more Gates on the board & # Gate Trophies >= # players = Victoy!
TO PHASE 4
Gate, no Explored Marker
Move to 1st area of other world indicated on gate
TO PHASE 4

**Victory!**
Your Group wins the game. Congratulations!
Player with most Gate Trophies = First Citizen of Arkham, Monster Trophies are the tie breaker.
SCORE:
Highest printed number on doom track
- current Terror Level.
-1 if have for each unpaid / defaulted bank loan
-1 per elder sign played
+1 per unspent Gate trophy
+1 for every 3 monster trophies
+1 per sane surviving investigator
+1 per completed Task or Mission
-1 per retired investigator.

**Defeat!**
Game over. Better luck next time.
SCORE = 0.

## Phase 4: Other World Encounters

For each investigator in Other Worlds draw cards from Gate Deck until a card is drawn who's color matches the circle in the Other World.
Then read appropriate encounter.
**Note:** Monsters that appear as a result of an encounter return to cup after encounter resolved, even if it's evaded.

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**TO PHASE 5**

## Monster Limit & Terror Level

**Monster Limit**
Monster Limit = # players + 3
If **Terror Level** = 10, no Monster Limit.
Monster limit only applies to monsters in sky or Arkham city.
If monster limit is exceeded, additional monsters go to **Outskirts**.
Monsters in Dunwich don't count against the monster limit nor go to Outskirts.

**Outskirts**
Add monster to outskirts.
# Monsters in outskirts > 8 - # players?
If so return monsters to monster cup and raise the **Terror Level** by 1.

**Terror Level**
Every time Terror Level goes up, remove a random ally from the deck and discard it into the box.
If it enters / passes a colored circle, the shop of the appropriate color closes permanently.
If Terror Level = 10, add a Doom Token to the doom track & there is no longer a **Monster Limit**. If it increases further add a doom token to doom track each time. Furthermore if there is ever 2 x **Monster Limit** of monsters on the board, go to **Final Battle**.

**Dunwich Horror Appears**
Place Dunwich horror on Sentinel Hill.
If defeated, discard all Dunwich Horror tokens from track.
Winning investigator may search Common Item, Unique Item, Skill, Spell, or Ally deck for 1 card and take it.

## Final Battle

**Ancient One Awakens**
Fill Doom Track with Doom Tokens.
Investigators **Lost in Time & Space** are **devoured**.

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**Investigator Refresh**
Perform actions as if it were the **upkeep** phase.
Investigators may trade items.

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**Investigator Attack**
All players perform a combat check using the AO's combat rating and add all successes.
# successes = # players, remove doom token and reset successes.
Last doom token removed = **Victory!**

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**Ancient One Attack**
Ancient one attacks all investigators.
If reduced to 0 Sanity or Stamina investigator **devoured**,
All Investigators devoured = **Defeat!**

## Phase 5: Mythos

First Player draws Mythos card.
Check location where Gate Opens:

**Gate Burst**
If the location on the mythos card is colored RED, this is a gate Burst.

**Location has Elder Sign**
If location is a Gate Burst - Remove elder sign from location.
If it isn't a Gate Burst Nothing happens.

NOT GATE BURST

**Location Has Open Gate**
Monster Surge occurs: Place one random monster on every open gate of the board *or* for every player in the game (whichever greater). Watch for **Monster Limit.**

GATE BURST

**Location has no Elder Sign or Gate**
Place a Doom Token on the **Doom Track**.

**Add Doom Tokens**
No Gate appears, add indicated number of Doom Tokens to the doom track instead.

Place random Gate on location. Remove all clue tokens from location.
All Investigators in location are drawn through gate to first space of matching Otherworld. Such an Investigator is **Delayed.**

Check for **Too Many Gates**.

Place random Monster on location [place 2 if 5+ players]. Watch for **Monster Limit.**

Place Clue Tokens where indicated on card unless there is an open Gate there.
If an investigator is at the location they may immediately grab the clue token.

Move all monsters who's dimension symbol is on the mythos card, if a monster is in a location or moves to a location with an investigator it immediately ceases movement.
Monsters move according to their *color*:
If Gate Burst, all flying monsters move.

**Black - Normal**
Move one space along the arrow of the color that matches the box it's dimension symbol was found in on the Mythos card.

**Red - Fast**
Move two spaces along the arrow of the color that matches the box it's dimension symbol was found in on the Mythos card.

**Blue - Flying**
If a flying monster is in a location or street it will move to an investigator in a connect street area, otherwise it moves to the sky.
If in the sky will attack an investigator in the streets.
If it has a choice of multiple targets it will go for the one with the lowest Sneak.
Monsters in Dunwich may move to the sky and vice versa.

**Yellow - Stationary**
Never move.

**Green - Unique**
Read combat side of monster for movement instructions.

**Purple - Stalker**
If an investigator in adjacent space will move there, otherwise moves as if black.
If multiple targets goes for lowest sneak.
May not enter green diamond locations

Activate Mythos Ability on card:

**Headline**
Resolve text and discard.

**Environment**
Remains in play until a new environment is drawn, then it's replaced.

**Rumor**
Remains in play until *Pass* or *Fail* condition is met.
If a new rumor card is drawn when one is already active ignore the text on the new one.

First Player marker moves to the left.
Turn ends.

**TO PHASE 1**

**Doom Track**
If Doom Track is ever full go to **Final Battle.**

**Too Many Gates**
If # gates open = 8 - (# players / 2) *OR* no unused gate markers left then go to **Final Battle.**